

GAMETEK

Over 2,000 New Puzzles • All New Graphics

WHEEL OF FORTUNE[®]

Featuring

Vanna White



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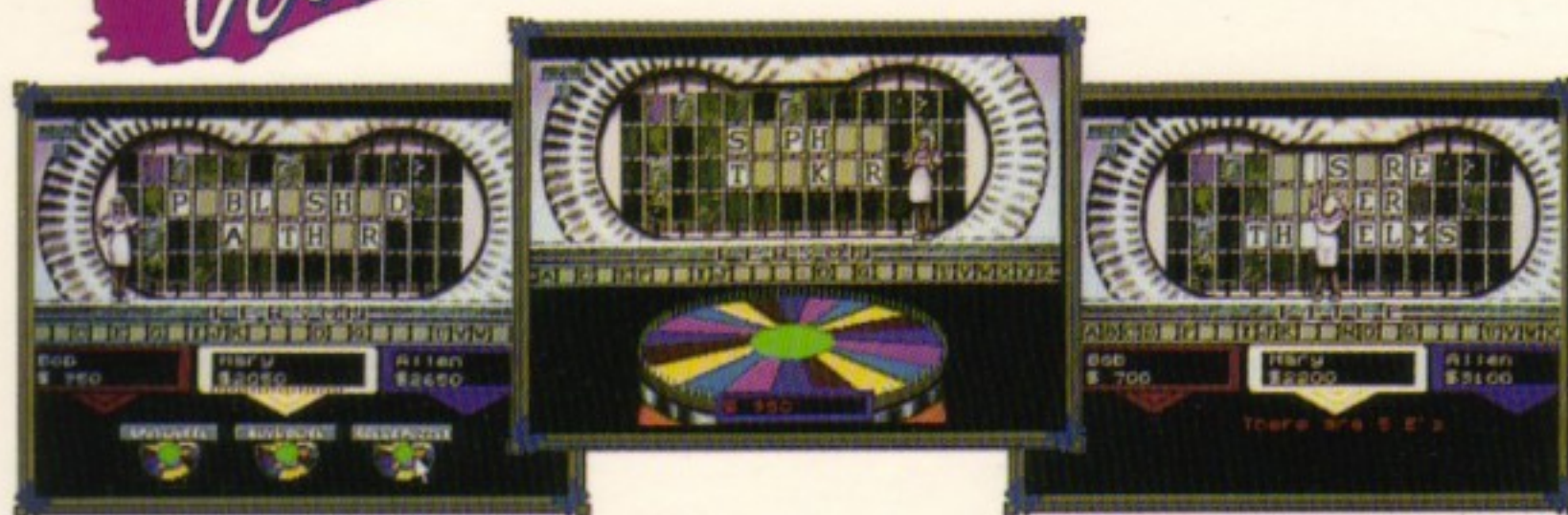
Supports:
Macintosh Plus
or later models.

Supports: Macintosh Plus or later models.
Compatible with Systems Six
Seven or later.
Requires: 2 MEG Memory for color
1 MEG Memory for B&W
Hard Drive, Mouse
1-3 players
Screens shown are IBM

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Screens shown are from the IBM version.

Get in the Game!

The all-new edition of Wheel of Fortune® features Vanna White, the most popular game-show hostess ever and includes over 2,000 all-new Questions. New and enhanced graphics along with improved game play bring you the most exciting version ever of America's favorite game show. Play against the computer, or against up to three friends. Spin the Wheel, buy a vowel, or attempt to solve the puzzle, only Vanna knows what lies behind the tiles. Watching your favorite game show is fun, but with GameTek's WHEEL OF FORTUNE®, you don't just watch it, you live it!

WOF VANNA MACINTOSH

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Featuring

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Over 2,000 New Puzzles • All New Graphics

WHEEL OF FORTUNE®

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Macintosh™ Wheel of Fortune is lively and challenging, just like its television counterpart.

Enter your consonants, buy your vowels, solve the puzzle without going bankrupt... and the chance to win "cash" and an exciting "dream prize" is yours! Play with friends, or play alone and pit your skills against computer-selected opponents.

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Loading Instructions

To play Macintosh™ Wheel of Fortune® you must install the program on your hard drive. Place the Macintosh Wheel of Fortune Disk in your Macintosh disk drive. Then double click on the Disk Icon on your Macintosh screen. The Wheel of Fortune Installation Window will now be displayed. Double click on the Installation Icon in the window. This will reveal a Wheel of Fortune screen with Vanna White. Double click on the Continue button to install. A screen will pop up asking to install the program in The Wheel of Fortune folder. Double click on Save. The program will now be unstuffed from the disk and placed on your hard drive. When the "Installation Successful" screen appears, double click on Quit. Wheel of Fortune is now installed on your Macintosh.

Setting Up the Game

To play Wheel of Fortune after it has been installed on your hard drive, first double click on the Wheel of Fortune Folder. A box will appear with an icon of Vanna White. Double clicking on her picture will bring up the Color Requirements Screen on color monitors. Double click on Okay to bring up the playing screen. After the credits, the stage and puzzle will be displayed. The game has three set up buttons: Contestants, Options and Play.

Contestants allows you to set the number of players, their names, and whether or not they are player or computer controlled. To change the number of players, hold the mouse down and drag down the menu after the Number of Players. Release the button when the number of players you desire is highlighted. To change a player's name simply click on the end of his name, delete the old name and type in the new one. Clicking on the box marked computer player will change the player's type. If the box is marked with an X, the player is computer controlled. If the box is empty, the player is under human direction. When you are done making changes to the contestants, double click on Okay.

Options allows you to select how the game should be played. The Speed of Play menu can be set to Slow, Fast or Very Fast. Pull down the menu with the mouse button depressed, and release on the game speed you desire. The Level of Difficulty menu can be set on easy or hard. When Hard is selected, the puzzles will be more difficult, and the computer players will solve the game faster. Sound and Music can be turned on and off by clicking on the boxes to their right. When the Timer is on, the player will have only 15 seconds to spin the wheel, buy a vowel, or solve the puzzle during the first three rounds, and only 30 seconds to solve the puzzle in the Bonus Round. When the Introduction switch is not marked, the title screens will not appear at the beginning of the game. When done changing options, click twice on Okay.

Play begins a new game.

Playing the Game

1. The object of the game is to solve the puzzle on the gameboard by filling in the hidden letters.
2. Names are highlighted on the scoreboard to indicate who is playing.
The player can choose to:
 - A. Spin the Wheel by clicking on the Spin icon.
 - B. Buy a Vowel by clicking on the Vowel icon. The price of a vowel is \$250. A player cannot select the Buy a Vowel option until s/he has won at least \$250 in the current round.
 - C. Solve the Puzzle by clicking on the Solve icon. Then type in the missing letters of the puzzle and press return.
3. The category (Thing, Person, Event, Place, etc.) appears in yellow under the puzzle.
4. The gameboard displays all of the letters in the alphabet. Each time a player guesses a letter, it is deleted from the list whether or not that letter is contained in the puzzle.
5. Each time you spin the Wheel, you can earn the amount of money indicated in a box below the Wheel when it stops. That amount, multiplied by the number of matches, is added to your score when you select a consonant contained in the puzzle.
6. When all vowels contained in the puzzle are shown, the choice to buy vowels is not available; when all consonants contained in the puzzle are shown, the choice to spin is not available.
7. If the wheel stops at BANKRUPT, you lose only those winnings accumulated in the current round.
8. If the Wheel stops on LOSE TURN, you are not allowed to choose a letter, and play proceeds to the next player.
9. If the Wheel stops on FREE SPIN, you have the chance to win a FREE SPIN. To win the FREE SPIN you must name a letter in the puzzle. You can use the FREE SPIN any time you enter an incorrect letter or land on LOSE TURN or BANKRUPT.
10. A player's turn continues until s/he:
 - A. Clicks on a consonant or vowel that is not in the puzzle.
 - B. Clicks on a vowel instead of a consonant after spinning the wheel.
 - C. Clicks on a consonant after selecting Buy a Vowel.
 - D. Spins the Wheel and lands on BANKRUPT or LOSE A TURN.
 - E. Gives an incorrect solution to a puzzle.
 - F. Runs out of time in Timed Play.

Rounds Two and Three

1. Press any key to continue to the next round.
2. Rounds Two and Three are played in the same manner as Round One.
3. A \$2500 space and a special prize are added to the Wheel in Round Two. A \$5000 space is added to the Wheel in Round Three.
4. Player 2 starts Round Two and Player 3 starts Round Three.

Bonus Rounds

The player who has accumulated the highest amount of winnings in the three previous rounds plays the Bonus Round. Type "Y" to go to the Bonus Round. Type "N" to end the game.

1. Five prizes are hidden behind the letters of the word "WHEEL." When the blinking lights stop, click on the letter you want.
2. You must now solve a puzzle. The consonants R,S,T,L, and N will be given to you along with the vowel E. Their positions in the puzzle will be revealed.
3. Choose three more consonants and one more vowel. Simply click on the letters of your choice.
4. If any of the letters you have chosen appear in the puzzle, their positions will be revealed.
5. You now must fill in any remaining blank spaces in the puzzle. Press BACKSPACE to correct errors. Press ENTER when the puzzle is complete. In Timed Play you will have 30 seconds to complete the puzzle.
6. If you have solved the puzzle successfully, you win! The hidden prize you selected will be revealed and added to your winnings.
7. During the credits press "Y" to start a new game. Press "N" to end Wheel of Fortune.

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WHEEL OF FORTUNE[®]

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WHEEL OF FORTUNE

For Macintosh

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